

FVR Shingas Cruiser

SPECS

Class: Capital Ship
In Service: ?
Point Value: ?
Ramming Factor: 200
Jump Delay: N/A

MANEUVERING

Turn Cost: 3/2 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

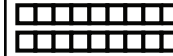
Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 5/1
Extra Power: +2
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

Version 2024/1: Fate

HANGAR

0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 12/14



WEAPON DATA

Heavy Bolt Cannon

Class: Projectile
Modes: Standard
Damage: 20
Range Penalty: -1 per 3 hexes
Fire Control: +2/+0/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Slashing Laser

Class: Laser
Modes: Raking(5+Y)
Damage: 3d10+4
Maximum Y: 4
Y Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +2/+3/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Bolt Cannon Repeater

Class: Projectile
Modes: Standard
Damage: 10
Range Penalty: -1 per hex
Fire Control: +2/+2/+2
Intercept Rating: -1 per shot
(vs Ballistic only)
Rate of Fire: 1 or more per turn
Notes: Particle Repeater rules, limit of three additional shots.

Ultralight Bolt Cannon

Class: Projectile
Modes: Standard
Damage: 8
Range Penalty: -2 per hex
Fire Control: +1/+1/+3
Intercept Rating: -2
(vs Ballistic only)
Rate of Fire: 1 per turn

Swarm Launcher

Class: Ballistic (Missile)
Missiles: 25
Range Penalty: None
Fire Control: +0/+0/+0
Rate of Fire: up to 5 per turn

Swarm Missile

Mode: Standard
Damage: 3
Launch Range: 8 hexes
Maximum Range: 24 hexes
Fire Control: +0/+0/+0
Intercept Rating: -1
(vs Ballistic only)

MISSILES

Rack #14



Rack #15



FORWARD HITS

1-4: Retro Thrust
5-7: Slashing Laser
8-10: U-Light Bolt Cannon
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stbd Thrust
6-8: Heavy Bolt Cannon
9-11: Bolt Cann. Repeater
12-18: Port/Stbd Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: U-Light Bolt Cannon
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-11: Swarm Launcher
12-13: Sensors
14-15: Engine
17: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES

Ammo Storage Level 2
Antiquated Sensors
Fission Reactor

SENSOR DATA

Defensive EW

Target #1

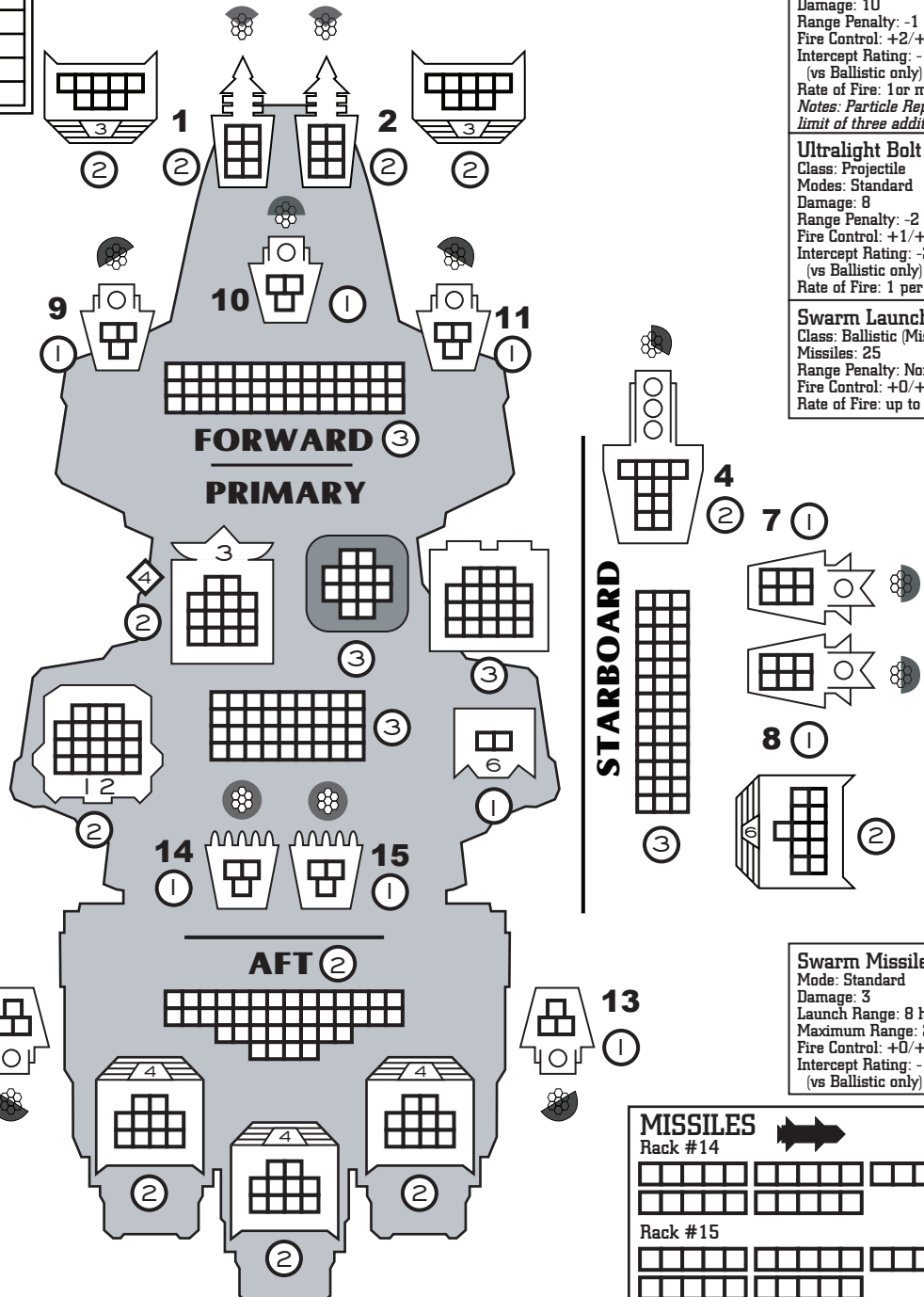
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Slashing Laser
- Heavy Bolt Cannon
- Bolt Cannon Repeater
- Ultralight Bolt Cannon
- Swarm Launcher